



Mystic Chronicles

INSTRUCTION MANUAL

WARNING: PHOTSENSITIVITY / EPILEPSY / SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing.

IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness • disorientation • altered vision • seizures • eye or muscle twitches
- any involuntary movement or convulsion • loss of awareness

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.



Mystic Chronicles

— Instruction Manual —

You'll need a recording media with more than 160KB space to save game data.



Save data created in other PSP® can't be used.

Save data for this title is only compatible on the PSP® system it was originally downloaded on. If this save data is deleted or becomes corrupt, you will lose any Mystic Chronicles Points (MCP) you have purchased.

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How to Play

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Directional buttons / Analog stick

○ button

× button

□ button

△ button / SELECT button

L and R button

START button

– Move character and select.

– Enter, talk, and interact.

– Cancel, and go back.

– Auto battle, get out of the town, and so on.

– Open and close menu.

– Switch tabs on menu.

(Directional buttons also work.)

Switch status for characters.

(Directional buttons also work.)

Change map cursor order

Turn on and off auto battle.

– Save (Remove a window during a conversation event.)



Fighting

pg.06/18

Select a command to fight.
Choose between [Fight] [Tactics] and [Escape].

Fight

Engage an enemy or opponent. See pg.7.

Tactics

Swap companions or change the tactics for a guardian beast.

Escape

Try to disengage an enemy and leave the battle.

● When **Fight** is selected

Attack

A physical attack using equipped weapons.
Weapons have different attack ranges:

- Swords hit one enemy at close range.
- Boomerangs engage multiple enemies at all ranges.
- Canes strike one enemy at close range.
- Whips hit multiple enemies at close range.
- Pikes strike a single enemy at near and far range.

A few special weapons feature both physical and magical damage attributes that combine for devastating results.

When you use one of these special weapons, you'll see damage scores for both physical and magical attributes.

Special skills

Use a special skill attack that consumes SP.

Tools

Use tools in your inventory.
Any items stored inside the toolbox cannot be used during a battle. If you want to use an item for a battle, you must remove the item from your toolbox prior to engaging the enemy.

Defend

Defend yourself without a counterattack.

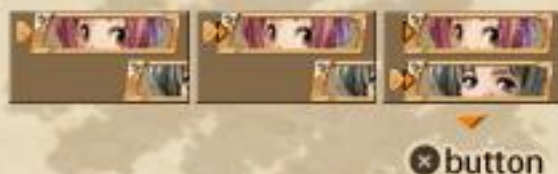
Cooperate

This option allows you to attack an enemy or group of enemies with one or two companions from your party.

For a two-player attack, choose the companion you want to cooperate with, and press the **ⓧ** button. Next, target the foes you want to attack.



Three-companion attacks are similar: Choose the companions you want to cooperate with, and press the **ⓧ** button. Next, target the foes you want to attack.





Guardian beast

pg.08/18

Guardian beasts are companions who assist their masters.

The best way to defeat a guardian beast is to defeat the beast's master, as guardian beasts defend their masters against attacks.

When a guardian beast absorbs the damage directed at their master, the master's survival rate in battle is exceptionally high.

Specific orders and a guardian beast's characteristics can affect how much damage a beast can absorb.

Guardian beasts do not take commands and fight on their own. But you can set up [Tactics] to follow certain strategies.

Guardian beasts have different personalities, so their tactics vary.

Guardian Beasts use SP points to perform certain actions.

They recover one SP point per turn.

Guardian beasts also gain SP points while they are attacked by enemies.



● Guardian beast tactics

[Tactics] feature two types of orders. One is the order for actions when fighting and the other is for the timing of certain actions.

During a battle a guardian beast has three types of actions:

Prioritized Attacks

If a guardian beast has a special attack skill, that skill will be used the most. In most cases, a beast with a special attack will absorb less damage, but inflict more damage on other enemies.

Prioritized Protection

If a guardian beast specializes in protection, the beast will absorb an impressive amount of damage directed to the master, but the beast attack will inflict a small amount of damage.

Prioritized Recovery

If a guardian beast has a special skill in recovery and support, it will use that skill the most in combat. They absorb less damage than protection beasts, but more than attack beasts.

There are two types of combat initiatives for guardian beasts:

Leading

A leading guardian beast does an action before its master. Initiative attributes are key here.

Following

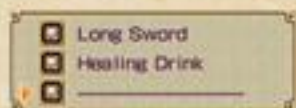
A following beast attacks after its master.
A master with a high initiative score works best.

Guardian beast skills

Sometimes a guardian beast will sustain enough damage to become enraged. An enraged guardian beast will use a special technique once during a battle.

Guardian beast equipment

Guardian beasts can equip up to three weapons or armor. Depending on the equipment, guardian beasts can use special attacks or magic.



Bond

As a guardian beast assists its master in battle, a strong bond grows between the master and the beast. As the bond between these companions increases, their cooperative skills improve and they are highly effective in combat. A strong bond also means that the guardian beast can absorb more damage.





Resistances

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Elemental attributes are Flame, Ice, Wind, Earth, Light and Darkness.
Flame and Ice, Wind and Earth and Light and Darkness are balanced pairings.



If an attribute tolerance is high, the damage from that magic will be reduced.
Use special armor and magical enhancements
to reduce elemental attribute damage.
You can check resistances at the [Status] menu.



Abnormal condition list

The following abnormal conditions can be expected while fighting.
You can heal abnormal conditions with tools or magic.
If you're equipped with a special armor,
you can reduce elemental attribute damage.

Poisoned condition

Character receives damage from poison.

Sleeping condition

Character is asleep and cannot move.
Character will wake if attacked.

Paralyzed condition

Character has difficulty moving.

Cursed condition

Character receives a portion of the damage inflicted on an enemy.

Fear condition

Character cannot move during the turn.

Confused condition

Character temporarily attacks companions.

Charmed condition

Character will not interact with allies or enemy.



Status shows the characters' abilities.



Power

Affects attack and defense powers.



Dexterity

Modifies the attacking power and the chance of a critical hit against a foe.



Mental power

Modifies magical attack and magical defense.



Magical power

This affects magic attacks and magic defense.



Initiative

Modifies defensive power and magical defense.

Affects the order of attackers in combat.



Attack Power

The combined amount of damage from a character and the equipped weapon.



Defensive power

The combined defense values for a character and the character's armor.



Magical attack

The combined value of magical attack power and a character's status.



Magical defense

The combined value of magical defense power and a character's status.



Special equipments have special effects.
The icons show the following status.



Fire attack power

Shows how much
fire attack power went up.



Wind attack power

Shows how much
wind attack power went up.



Light attack power

Shows how much
fire attack power went up.



Ice attack power

Shows how much
ice attack power went up.



Earth attack power

Shows how much
earth attack power went up.



Darkness attack power

Shows how much
darkness attack power went up.



Fire defense power

Shows how much fire defense power
went up.



Wind defense power

Shows how
much wind defense power went up.



Light defense power

Shows how much
light defense power went up.



Ice defense power

Shows how much ice defense power
went up.



Earth defense power

Shows how much
earth defense power went up.



Darkness defense power

Shows how much
darkness defense went up.



Substatus list 2/2

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Instant death resistance

Resistance to instant death attack.



Fear resistance

Resistance to fear attack.



Paralysis resistance

Resistance to paralysis attack.



Curse resistance

Resistance to curse attack.



Sleep resistance

Resistance to sleep attack.



Mesmerize resistance

Resistance to mesmerize attack.



Confusion resistance

Resistance to confusion attack.



Poison resistance

Resistance to poison attack.



Auto recovery

Shows how much auto recovery you receive during a fight.



Avoidance rate

Shows how often you can avoid getting attacked.



Resistance to all

Shows resistance to all abnormal conditions.



Increase experience

Shows how much more experience you earn after a fight.



Increase item drop rate

Shows how often enemies drop items after a fight.



Increase bond

Shows how much more bond you get during a fight.



Increase gold

Shows how much more gold you get after a fight.



Avoid encountering monsters

You encounter monsters less frequently.



There are four categories of items in the game:
Equipment, materials, consumables and training books.

You can check your items by selecting [Menu] > [Equipment].
Here you can view, select and change items that are in your inventory.

To view the tools that you own, select [Menu] > [Tools].
On the right side of the screen
is a toolbox displaying your tools.

To view materials in your inventory,
select [Menu] > [Tools].
On the right side of the screen
you'll see the contents in your pack.



To view training books in your inventory, select [Menu] > [Tools].
right side of the screen you'll see the books that you own.



**Any items stored inside the toolbox cannot be used during a battle.
If you want to use an item for a battle, you must remove the item
from your toolbox prior to engaging the enemy.
Keep in mind that some important items cannot
be removed from your toolbox.**



Mystic Chronicles Points - MCP

pg.17/18

You can purchase Mystic Chronicles Points (MCP) from the PlayStation®Store.

If you need to use peripheral devices to purchase MCP online, please refer to the devices' manuals.

Special items are available to purchase with MCP.

Guild Special Store

A special store in the guild.

They sell equipment and items that are hard to get.

Hamia Charge

These are special power-ups that you can give to Hamia.

There are two kinds of Hamia Charges that are effective for certain amount of time.

Hamia Charge Blast: Hamia will collect materials more quickly.

Hamia Charge Scavenge: Hamia will find rare items more frequently.

You can use 3 Hamia Charges at a time.



If you delete save data, the purchased MCP will be lost.

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